# Font and Colors for Main Dialogs

Use this basic rule to define the background color for the main dialogs, and the font, style, size and/or color for the following attributes: normal, underline, intensified, blinking and reverse.

You can also define that the colors are used as sent from host. The following applies for the different operating systems:

- **Mainframe**
  Foreground and background colors are taken from the color scheme that has been defined using the System Management Hub. See *Color Schemes* in Entire Screen Builder's *System Management Hub* documentation.

  Blinking is not supported. This attribute is ignored.

- **UNIX and OpenVMS**
  The foreground color is taken from Natural.

  The backgound color is taken from the Font and Colors dialog box (see below).

The font is always taken from the **Normal** option in the Font and Colors dialog box (see below).

Instead of a background color, you can also define a background image. In this case, all controls generated using the basic rules are transparent. Static text controls and edit box controls that result from the built-in rules are also transparent. Exception: if you are using the basic rule Frames, you must define the "Transparent" style for the dialogs using the resource editor.

▶  **To modify font and/or color for the main dialogs**

1.  From the **Basic** menu, choose **Font and Colors > Main Dialogs**.

    The Main Dialog Font and Colors dialog box appears showing the currently defined fonts and colors for the main dialogs.
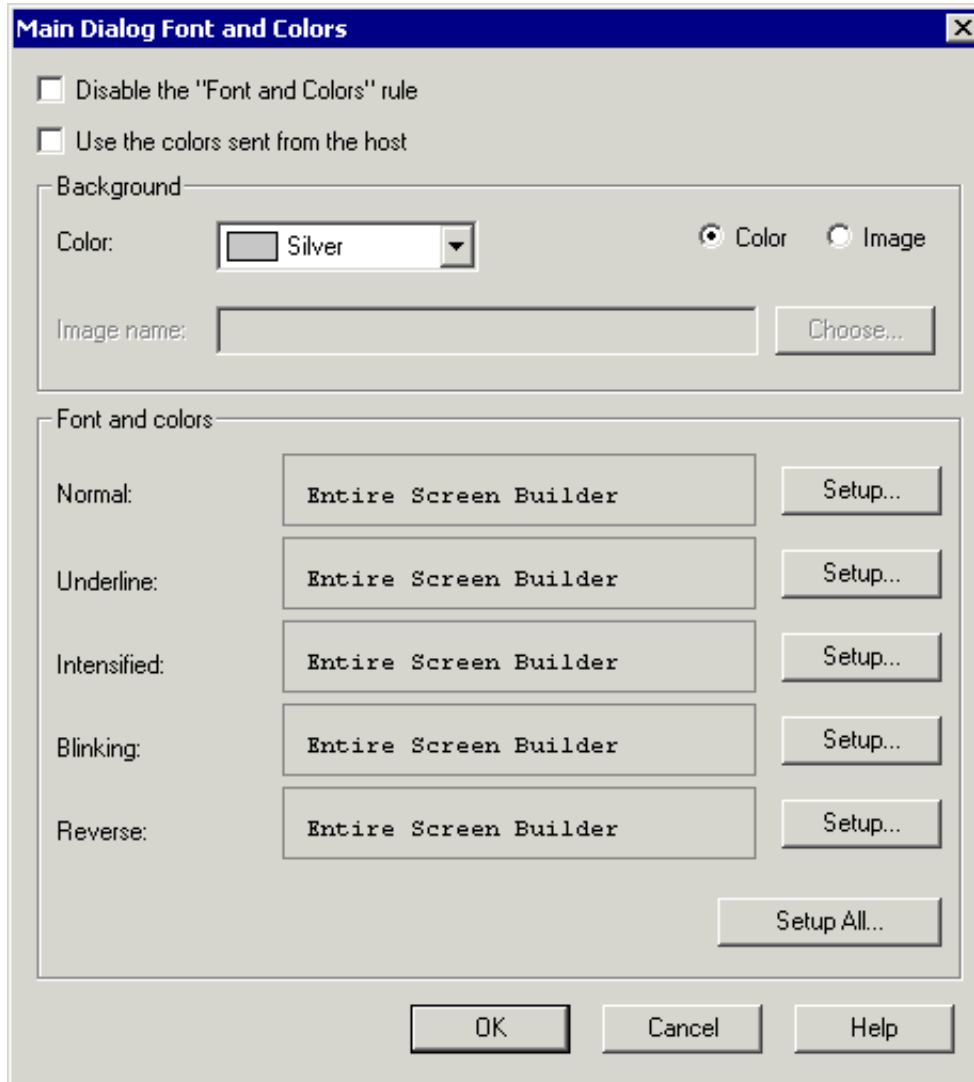


2.  If you want to disable the current settings, select the **Disable the Font and Colors rule** check box.

    Or:
    If you want to change the font and/or color, proceed as described below.

3.  If you want to use the colors that are sent from the host, select the corresponding check box. In this case, the only option that is available in the Font and Colors group box is **Normal**.

4.  If you want to define the background color for the dialogs, make sure that the **Color** option button is selected and select the desired color from the **Color** drop-down list box. When you select **System** from the drop-down list box, the background color as defined under Windows will be used. When you select **Custom...** from the drop-down list box, the Color dialog box appears and you can select additional colors or define custom colors. The currently defined color is shown next to **Custom...**.

Or:
If you want to use a background image instead of a background color, make sure that the **Image** option button is selected. In the **Image name** text box, specify the path to an image in the rules repository (relative to the root folder of the rules repository). You can also choose the **Choose** button to select the file from the "Open" dialog box. The background image can be any GIF, JPG or BMP file. See *General Information on Image Files* in the documentation *Defining the Rules Using the SDK*.

5. If you want to define different fonts and/or colors for the different attributes, choose the corresponding **Setup** button for an attribute.

   Or, if you want to define the same font and/or color for all attributes, choose the **Setup All** button.

   In both cases, the Font dialog box appears.
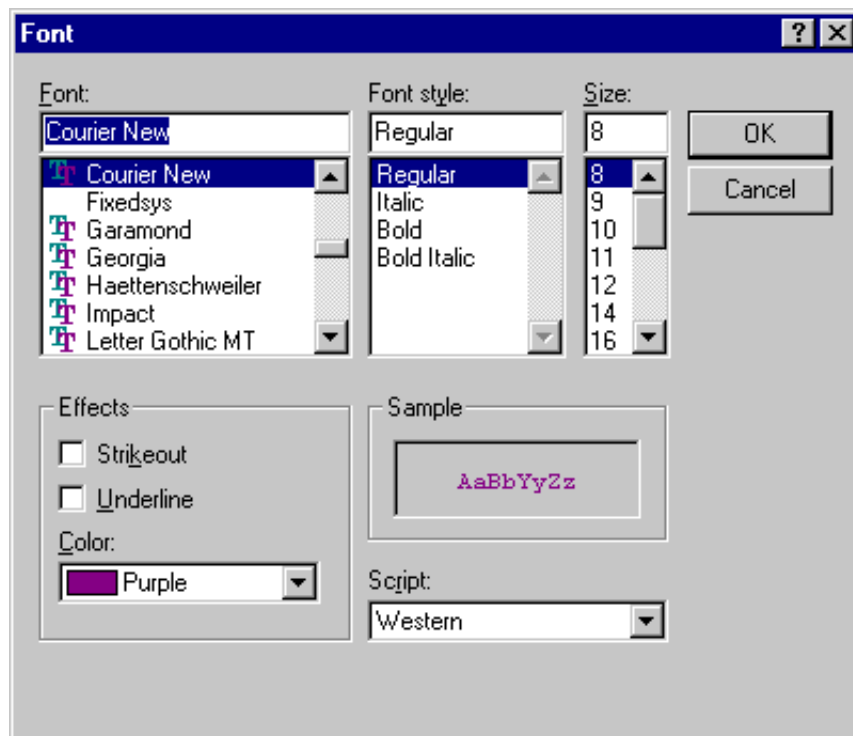


6. Specify all required options and choose the **OK** button.

   The Main Dialog Font and Colors dialog box now shows the new settings for the attributes.

7. Choose the **OK** button to close the Main Dialog Font and Colors dialog box.